

Streams-C

Sc2 C-to-FPGA Compiler

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Overview

■ Language

- C subset augmented with parallel communicating processes
- FIFO-based streams to communicate data between processes
- Signals and Parameters for coordination and flow control
- Process located on hardware (FPGA) or software (Linux PC)

■ Compiler

- Based on Stanford University Intermediate Format (SUIF) library
- Targets Linux PC based AMS Firebird board
- Easily re-targetable: board architecture described in a file
- Generates Register-Transfer-Level VHDL
- Source Code available at <http://rcc.lanl.gov>

■ Applications

- Signal and image processing
- Fixed point, use external memory and Block RAM



Sc2 Processes

- **Process body (the code it contains) is described in a process function**
 - `///PROCESS_FUN` directive describes a process function
 - Process function header describes streams, signals, and parameters that the process function uses
- **Each process is an independent unit**
 - `///PROCESS` directive describes the process
- **Processes execute concurrently**
 - `Sc_initiate` intrinsic is used to start a process
 - Any software process may initiate another software process or hardware process
- **Arrays of processes can be defined**

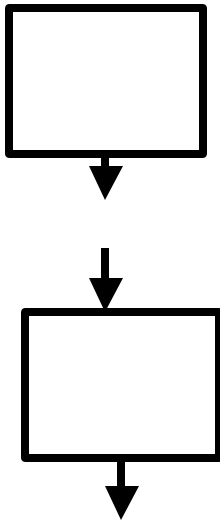


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Example: Process Function directives

*Two process
functions
with input and
output streams*



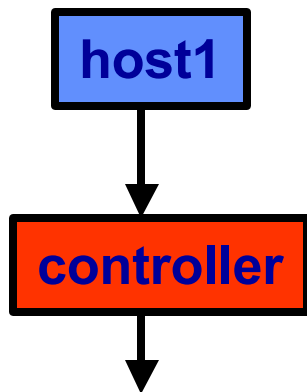
```
/// PROCESS_FUN host1_run
/// OUT_STREAM sc_uint32 output_stream
/// PROCESS_FUN_BODY
...
/// PROCESS_FUN_END
```

```
/// PROCESS_FUN controller_run
/// IN_STREAM sc_uint32 input_stream
/// OUT_STREAM sc_uint32 output_stream
/// PROCESS_FUN_BODY
...
/// PROCESS_FUN_END
```



Example: Process and Connect Directives

```
/// PROCESS controller PROCESS_FUN controller_run  
    TYPE HP ON PE0
```



```
/// PROCESS host1 PROCESS_FUN host1_run
```

```
/// CONNECT host1.output_stream controller.input_stream
```

*Connections can also be described graphically,
and /// directives are generated*



Streams and Signals

- Streams transmit data between processes
- Streams can be defined between software, hardware-software, and hardware processes
- Stream intrinsic functions are defined to
 - Read
 - Check for end of stream
 - Write
- Hardware streams are implemented as hardware FIFOs with user-defined FIFO depth in the Streams-C hardware library
- Software streams are managed by the thread-based Streams-C software runtime library
- Signals are used to synchronize processes and coordinate phases of processing
- Signal intrinsic functions are defined to
 - Post a signal, along with a single word of data
 - Wait for a signal and receive a single word of data
- Hardware and software signal implementation is similar to streams
- Parameters provide a mechanism for giving each newly initiated process a word of unique data.



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Sc2 Code Example: Polyphase Filter

**Loop is
pipelined**

```
while( !sc_stream_eos(input_stream) ) {
```

```
#pragma SC pipeline
```

```
for (i=0 ; i < 4; i++) {
```

```
#pragma SC unroll 4
```

```
s[i] = sc_bit_extract(data, 0, 8);
```

```
in1[i] = C1[i] * s[i];
```

```
in2[i] = C2[i] * s[i];
```

```
in3[i] = C3[i] * s[i];
```

```
in4[i] = C4[i] * s[i];
```

```
if (evenp) {
```

```
    y1[i] = e1[i] + (sc_uint8)sc_bit_extract(in1[i],12,8);
```

```
    e1[i] = e2[i] + (sc_uint8)sc_bit_extract(in2[i],12,8);
```

```
    e2[i] = e3[i] + (sc_uint8)sc_bit_extract(in3[i],12,8);
```

```
    e3[i] = sc_bit_extract(in4[i],12,8);
```

```
    sc_bit_insert(data_o, 0, 8, y1[i]); }
```

```
else {
```

```
    y2[i] = o1[i] + (sc_uint8)sc_bit_extract(in4[i],12,8);
```

```
    o1[i] = o2[i] + (sc_uint8)sc_bit_extract(in3[i],12,8);
```

```
    o2[i] = o3[i] + (sc_uint8)sc_bit_extract(in2[i],12,8);
```

```
    o3[i] = sc_bit_extract(in1[i],12,8);
```

```
    sc_bit_insert(data_o, 0, 8, y2[i]); } /* end for loop */
```

```
sc_stream_write(output_stream, data_o); /* filter output */
```

```
data = sc_stream_read(input_stream);}
```

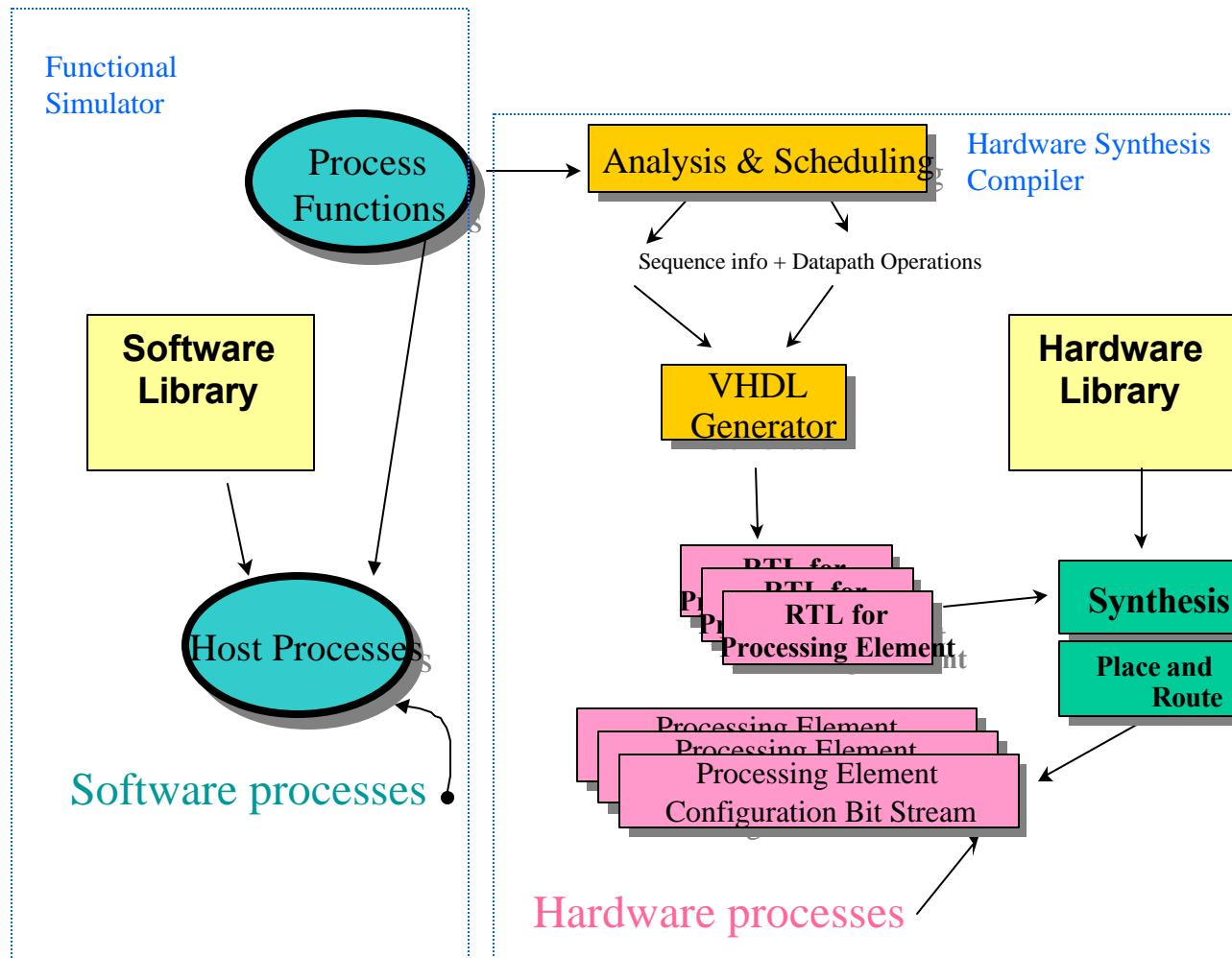
```
evenp = !evenp; }
```

**Loop is
unrolled**

**Access to memory arrays
automatically scheduled**



Compiler Structure



Synthesis Compiler Features

- Uses the SUIF 1.3 library (suif.stanford.edu)
- Uses Tim Callahan's inline pass to inline function calls
- Optimizations include
 - SUIF optimizations such as constant folding, common sub-expression elimination, dead code elimination
 - Loop pipelining of innermost loops
 - Loop unrolling (directive)
- Compiler schedules sequential code, performs fine-grained parallelization
- Compiler reads board architecture from a file
 - Easily retargetable
- Compiler source is available at rcc.lanl.gov



Board Definition File

Memory Type EXTERNAL64

Data size 64 bits

Read/Write Port

OUT MAR width 32 bits

BUFFER MDR width 64 bits

OUT R_EN width 1 bit

OUT W_EN width 1 bit

Identify MAR_name MAR

Identify MDR_name MDR

Identify Read_enable_name R_EN

Identify Write_enable_name W_EN

Load latency 7 MAR, MDR, MDR, MDR, MDR, MDR, MDR, MDR

Store latency 1 (MAR, MDR)

Memcpy latency 8 MAR, MDR, MDR, MDR, MDR, MDR, MDR, (MAR, MDR)

Architecture Firebird

Board Virtex2000

Processor PE0

4 EXTERNAL64 memory mem_size 1000000 memory-number 0

controller Mem641

generics (schedule = priority, LADbase=0x1000, LADinc=0x200,

mem_component=EXTERNAL)



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Applications

- **Poly phase filter bank of four**
 - Ppf_a: 32-bit stream input data, external memory for coefficients
 - Ppf_ab: 32-bit stream input data, block ram for coefficients
 - Ppf1: 64-bit external memory input data, registers for coefficients
 - Ppf: 32-bit stream input data, registers for coefficients
- **K-Means Clustering**
 - Unsupervised clustering of multi-spectral data
 - 32-bit stream input data, block ram for centers
- **Fast Folding**
 - Modified butterfly FFT
- **Performance evaluation in progress – automatically generated hardware ppf1 faster than GHz Pentium**
- **Applications source code available on web site**



Summary

- **Streams-C compiler - synthesizes hardware circuits that run on reconfigurable hardware from parallel C programs**
- **C-to-hardware tool with parallel programming model and efficient hardware libraries**
- **Functional Simulator runs on host workstation**
- **5 - 10x faster development time over hand-coded**
- **Performance comparable to GHz Pentium**
- **Open Source – we welcome collaborations**

